Happy Birthday MilAtari Ltd!

Come join us in celebrating our 10 year anniversary!

This Month:

General Meeting:
Saturday, October 19, Noon
Greenfield Park Lutheran Church
1236 S. 115th St.

Executive Board Meeting:
Sunday, October 27, 6:00 p.m.
Shakey's
9638 W. National Ave.

Next Month:
The Chicago Computerfest by Atari
NO MEETING

Inside this Issue:

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

MilAtari Ltd. Officers

President	Lee Musial	462-7557
VP - 8 Bit	Joe Sliker	483-7917
VP - 16 Bit	Bruce Rahlf	483-0464
Secretary	Dave Glish	784-9053
Treasurer	Ed Newman	628-2556

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ST PD	Dennis Wilson	546-0282
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For information on placing ads, please write to the Newsletter Editor at the above address, or call (414) 628-4435. Submissions are encouraged and due by the 25th of each month.

MilAtari By-Laws, Sec. XII, Art. 1

Piracy of legally copyrighted software, hardware **or** documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall **not** be sanctioned by MilAtari Ltd.

MilAtari Ltd.

Established 1981

Club Information

Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are $20.00 for individuals or $25.00 per family. Membership includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries and The Resale Shop.

Meetings

MilAtari Meetings are normally held on the third Saturday of each month, at Greenfield Park Lutheran Church, 1236 S. 115th St. Our doors open at noon. There is an hour milling period for members to socialize while browsing the libraries and purchasing PD disks and used software from the Resale Shop. We have the newest ST PD offerings on hand for demonstration as well. The Business meeting begins at 1:00 p.m. Afterwards there is time for demonstrations of commercial software or Special Interest Group gatherings (SIGs).

Newsletter Submissions

We encourage articles from members. Please submit your articles in ASCII or Word Writer doc formats please. **Do not** insert fancy formatting such as tabs, centered text, or indented text. Upload your submission to the BBS in the Newsletter room, or contact the Editor for other arrangements. The deadline for submissions is the 25th of each month. Members who submit receive a free PD disk upon publication of their article.

MilAtari Ltd. collects 5.5% sales tax on all purchases, including membership dues.

Presidential Ruminations

"They say it's your birthday

We're gonna have a good time

I'm glad it's your birthday

Happy Birthday to you!"

THE BEATLES

Lee Musial

What were you doing back in 1981? Well, it was back then that a small group of 8-Bit Atari computerists decided to join forces and start their own user group. Needless to say, this became MilAtari Limited. Now, through the years and all the endless changes that all of us take for granted, MilAtari is still around and stronger than ever.

I would love to ramble on and give a bunch of trivia about my past knowledge of being in this group for 9 years, but that would spoil things. At the October Meeting we will be celebrating the 10th year of MilAtari Limited. Your Board of Directors has come up with a lot of surprises for all who attend. Some of them are: an anniversary cake, trivia contests,

software giveaways and meeting some old faces from the past, plus more. Also for all Lynx players: bring your Lynx with any of your favorite games and a ComLynx cable (if you own one) and lets see if we can whip up some fun! Everyone is invited to bring any of their Atari Game Systems and software that were out before the ST so that everyone can get a chance to try one of the many great game machines from Atari's past.

Plans are being made for the Chicago Computerfest by Atari that will be held in Chicago on November 23rd and 24th. MilAtari is running the Gaming Section of the show and would like your help. All members of MilAtari are invited to help us redo

the magic that happened at GEN CON. Tickets for the show are $4.00 per person per day (6 years & under free!). For any member that volunteers at least 2 hours of help, MilAtari will give them a souvenir T-Shirt. At press time plans are being made for other giveaways for volunteers. If I were you, I would plan on attending this very important event and help to make your club shine!

Since the Church needs our meeting room on the 3rd Saturday of November, and because of all of the planning involved for the Chicago show, we will not be holding a November Meeting. We will have both Libraries at the show with new disks for sale.

Here's looking at the next 10 years of MilAtari Limited! Hope to see you the 19th!

Lee

"...for every year is a souvenir, that slowly fades away"

--BILLY JOEL

MilAtari Introduces IBM PD Library

Tom Bardenwerper

Starting this month MilAtari will have an IBM program library. "What's this?" You say, "Is MilAtari finally giving in to big blue?" Well not exactly. With so many good IBM emulators around for the ST these days, (and being a very active user of Super Charger) Dennis and I thought that it was time to start building a IBM library for the club. So... each month I will be releasing two new disks of IBM programs.

Standards

All of the Milatari IBM Library disks will be double sided, 720k standard TOS 1.4 format.

Programs contained on the disk will be un-ZIPed, de-LZHed, un-ARCed etc.. In other words, no files will be compressed in any way.

All files related to one program will be placed into a folder (DOS directory) so as to avoid mixing unrelated files, and to ease confusion to new DOS users. Only single file programs will be placed in the root directory.

All disks will have been scanned using a IBM virus detection program so as to avoid infecting your system with one of the many nasty viruses that abound in IBM PD software.

All programs will have been tested for compatibility on a Super Charger IBM emulator using DOS 4.01. Time permitting I will also test software out on PC DITTO I (software version) under DOS 3.3.

I am not aware of any ST-IBM emulators that support graphics resolutions other than CGA (Color Graphics Adaptor) and Hercules

(Monochrome) standards at this time. (That should be changing soon with the introduction of the Super Charger expansion box, capable of receiving ANY 16 bit expansion board (such as a VGA board)). However, in addition to an ST, some people in our club may also own a "true" IBM or compatible, capable of the higher graphics resolutions. Therefore, my newsletter library updates will state what resolutions are required to run the program. VGA is now the "defacto standard" in the PC world today, but most software being written still supports CGA & Hercules in addition to EGA & VGA, so we'll all be happy.

Unless a program is of outstanding merit I will try to refrain from releasing any EGA, VGA "ONLY" programs. This is in fairness to ST users (most of our members) whom many of which may never upgrade to EGA, VGA graphics or own another computer.

Graphics resolutions will be stated as:

Hercules (Monochrome)
CGA (Color Graphics Adaptor)
EGA (Enhanced Graphics Adaptor)
VGA (Video Graphics Array)

When available, documentation by the software author will placed in the directory for the related program. Much IBM public domain software is copyrighted and is termed as "Shareware." This means that you may copy it and distribute the software as you like, but only in its entirety and, if you like it and find it useful you are asked by the author to register and pay for it. Amounts are always stated in the documentation files and usually the author in turn

will send you complete printed documentation as well as future upgrades etc.. Shareware is a great idea and a way to test before you buy; I wholely support this concept and encourage you to register your software if you find that you use it.

A library and catalog disk are available of the Milatari IBM Library. Each will use the same ST library programs that we currently use for the ST Library. This will enable those who own an ST but not an emulator to see what is in the Milatari IBM Library.

Facts and Myths

I have been exploring the IBM world for a couple of years now and have been an active IBM user for about a year. I have found that owning an ST with its low cost/high power software and peripherals combined with an IBM emulator such as the Super Charger allowing me into the incredibly vast amount of MS-DOS software has increased my computing power and flexibility immeasurably. Let me dispell a few beliefs we Atarians have held for a long time. I don't intend to start a "this is better than that" argument but rather shed some open minded light on MS-DOS software.

First, DOS is not as difficult to use as many people think. Really! Most people (myself included) only need to know a few easy commands. Loading a program is as simple as typing its name! All those horror stories we've all heard about DOS's many archaic, cryptic commands were spread around by serious, hard core, propeller heads to keep us away from their machines. They've all moved to UNIX now where they're in command line heaven!

Trust me, if you've ever used DOS on an Atari 8 bit you'll have NO PROBLEM with MS-DOS.

"Everything I want a computer to do, I can do on my ST." Maybe yes, ...but probably not! If you think you

October Meeting Highlights

How well do you know your club? Find out by entering the MilAtari Trivia Contest. Questionaires will be at the main desk.

Browse the Resale Shop, set a spell in the Publications Library, and take a look at the Atari Museum, a collection of Atari products from the past. All members are invited to bring your own relics to display for this meeting.

LYNX enthusiasts, bring your game machine and carts. Let's link 'em up.

Attend the Business meeting for the latest information on the Chicago Computerfest by Atari.

Stay for the announcement of the winning contestant, door prizes and refreshments.

Happy Birthday MilAtari!

Do a Demo - Get a FREE PD Disk!

Schedule your demo with your VP in advance of the general meeting.

For more information, contact Bruce or Joe.

IBM Library
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see a lot of IBM software in the stores, you ain't seen nothin' kid. I routinely log onto BBS's with 500 or more MEG of MS-DOS files, and I'm not talking about Compuserve or Genie, but every day, free, privately owned boards! For IBM, software has been written for everything from blood glucose level calculators to hurricane trackers, if you have a specialty need, you'll find it for the IBM. In six months time I've built up a collection of over 200 PD disks, all of which I have no substitute for on my ST. We've all heard it before and its sad but true, stuff just isn't written for the ST like it is for IBM.

"IBM software isn't user friendly." Sometimes, ...but not usually. Yes there are IBM programs that are real nasty to use but that's the exception rather than the rule.

Most IBM software uses user friendly menus and pull down windows just like we're used to seeing on the ST. A lot of programs even support a mouse so it's just point-n-click! (I am not referring to the MS-Windows operating system either) Other programs simply prompt you to input information a screen at a time, you type in what the program asks for and ...press RETURN to continue.

IBM Emulation

While it is true that DOS is easy to use, GEM is easier and faster. Plus

GEM is totally DOS compatible! (GEM TOS 1.4 that is) An ST with TOS 1.4 can read and write any DOS file, and the ST format command can be used to format IBM single or double sided disks. You can read any type of DOS "doc" file such as .TXT, .DOC, .ASC or any other text file saved in ASCII format. What all of this means is that you can use the ease of GEM to do ALL of your file manipulations... copy, move, read docs', format, create folders (DOS directories) etc.. all on your ST from GEM. When you're done making your disk, switch into MS-DOS, (activated as an accessory for the Super Charger) and load your program by simply typing its name! The combination of file manipulation from GEM and then booting DOS and load your program simply could not be easier. (I've made a few of my IBM buddies seriously jealous when they watch me do this! Awww, he,he,he!)

MS-DOS Commands You Should Know

MS-DOS is easy to use if you know a handful of simple commands. The following is a list of the most commonly used commands. Each one is straight forward and simple to implement but you MUST use the correct "SYNTAX." There it is... that awful word, syntax, simply stated, type the command correctly, spell file names right, use the right punctuation, (capitalization does not matter) and you'll stay out of trouble. Okay?

Here we go...

I'll use *.* to mean any file or directory name. With the exception of the root directory, sub-directories are the equivalent of our folders, ie. they contain more files. Always press RETURN at the end of a command line

List a DIRectory: DIR

Change a Directory: CD*.*
(list a sub-directory)

Change disk drives: B: or C:

Load a file type its name: *.*
(Most DOS programs have the filename extension of: .COM,or .EXE)

Return to the root directory: CD\

For a Wide Directory list:- DIR/w

A Page at a time Directory: dir/p

(Note the forward slash "\" and back slash "/",

Thats it!

I have purposely omitted commands such as format, copy or move because you can do these easier and much faster in GEM. With the few commands I have listed above you will be able to do everything you'll ever need to in DOS without duplicating what you can do faster in GEM.

Desktop Publishing

The Secrets of DTP Revealed

Michelle Gross

This is the first in what I hope will be a regular monthly column on desktop publishing in the Atari world.

This month is an overview of the Atari desktop world, what's available and how to get started. Future columns will go into more depth on specifics such as: font technology, all about printers, tutorials, in-depth reviews, and other items of interest.

I do not claim to be an expert in this field, and opinions expressed herein are mine alone. Please take that into consideration when reading this column. You may find other desktop enthusiasts within our own club who have a quite different opinion of a product or an altogether different way of getting things done. This column is only meant to provide you with one person's view of the wide world of desktop publishing on our computers.

Michelle

Desktop publishing. Everybody's doing it. It is the rage of the 80's and 90's. We of the Atari world are ever so fortunate that we have the tools and the power to be a part of this new age of paper communications in today's *paperless* offices.

So for you, the user who may want to get into the desktop publishing (DTP) arena to lay out a professional looking resume, throw together an occassional flyer for your church, or to put out a monthly newsletter for your favorite club, where do you begin, and how do you learn?

Hopefully, in the upcoming months, I'll be able to help you get started in desktop publishing and design. I am not an expert, but in the short time I've been the editor of our MilAtari Limited Edition I've learned quite a bit, and I will try to share that base of knowledge with you.

Back to basics

While it may seem obvious, you will need a word processor (WP) for starters. While visiting one of my favorite computer stores recently, a customer was inquiring about a DTP program. The gentleman was a green user, had nothing but his brand new IBM compatible, Windows, and a laser printer. He wanted a DTP program to put together a manual. The title he was looking at happened to be Publish It! by Timeworks. I have its counterpart, Publisher, so I was quite familiar with the product. I tried helping out by offering my expertise. I emphasised that he must start with a word processor. Well, the customer finally left with the DTP package, and no word processor. I can imagine what difficulties he is encountering at this very minute.

The word processor is the program used to type in your text for later importation into your DTP program. A word processor is designed for that purpose, a DTP program is not. To use your DTP program to enter large blocks of text is slow and laborious at best. Think of it like using a wheelbarrow to fill a dump truck. It'll work, eventually, but there is a better way to get the job done.

Once you have the word processor, you'll need to select a program for your layout: your DTP package. We have some of the best product for the lowest prices in the Atari community. While Calamus and Pagestream are on the high end listing at about $300 apiece, Publisher ST by Timeworks is currently available for well under $100 locally. I purchased my copy from Mayfair Computers a few years ago and only spent about $80. I am confident you can find it for less than that now.

[WordFlair II is a cross between a WP and a DTP program, referred to as a document processor by the developer, and will be discussed separately in depth in an upcoming issue.]

I have not used Calamus (yet...) so I'm not able to give you a firsthand opinion of the product...yet. I've seen it used by others, and I've heard it said that it is the best DTP product anywhere. I would highly recommend any of the more experienced DTPers out there to take a serious look at Calamus, but I would not recommend it for first time users. If you are familiar with the basics of DTP you will have an easier time of it, but for those of you new to the DTP world, I'd start with something a little less complex. You will never feel that you have wasted your money when you decide to upgrade to the more professional products available through ISD or Softlogic.

Pagestream 2.1, just now available, is somewhat easier to get to know. It uses the more traditional pull down menus, rather than the icon driven menus of Calamus. Pagestream's list price is $299.95, but can be purchased discounted to about $200. That is still a hefty price tag for someone new to the world of DTP. However, Pagestream might be a tad easier for the newcomer to navigate. The output from Pagestream is also quite attractive, especially on the 24 pin printers (for those of us not lucky enough to have a laser printer). Some people have reported bugs in working with Pagestream, and I have lost some work using the newest version of Pagestream, so buyer beware. Overall, I find it helpful be solid enough to use, (as with all

DTP
from previous page.

programs it is wise to save your work regularly) it produces acceptable output on my printer, and the availability of a ton of fonts makes this package a good choice for an intermediate user.

Then there's Publisher by Timeworks. I know I'll take some flak for this from some members and expert users, but for the first time user, the real novice in computing and DTP, I would strongly recommend starting out with Publisher for a variety of reasons.

First, it's inexpensive. Anyone wanting to check out the DTP world can get in for a very reasonable price. If you decide that DTP is not for you, you haven't thrown away too much money, and you probably will find some use for the program even if you don't want to design flyers, or become the editor for your favorite club's newsletter.

The interface is the easiest I've seen. Publisher makes full use of GEM, and I find the learning curve quite satisfactory for novices. The MilAtari Limited Edition has been produced using Publisher for years and I think you'll agree it has a very professional appearance. Of course, the program had been pushed to its limits by Jim Morales who set up the template currently in use for the basic layout used in the body of the newsletter. It lacks the whistles and bells found in Calamus and Pagestream (rotated text, for instance), but for learning the basics it can't be beat.

Publisher incorporates many features not as easily learned or available in Pagestream that I find extremely useful for our newsletter. The method of setting up your paragraph styles is straightforward and simple in Publisher, something I feel could be improved in Pagestream. Paragraph styling includes settings such as space between lines of text, amount of indent for the first line of a paragraph, style and type of text and tab settings for a column of data. More discussion on this will follow in

future tutorials, but suffice it to say I find these basic settings to be quite easy to learn by oneself using Publisher. These same style choices are available in all DTP programs, but using a less intuitive interface, or a more difficult to decipher command.

Publisher uses frames for all importation, a basic in understanding DTP principles. You do not start with a blank piece of paper and place your cursor upon it wherever you wish to start typing. Rather, you draw an imaginary box, called a frame, with your mouse and click on a menu choice to import text that had been previously typed with your WP. The text magically flows in to the frame, ready for your finishing touches in formatting using your DTP paragraph format settings. Using this program will teach you many basics in DTP, and for that reason alone I highly recommend it.

It does not come without its drawbacks however, and there are some. Publisher uses GDOS, which for some is a monster in understanding and working with in relation to the use of fonts. GDOS fonts print out with jagged edges, most apparent in the larger type sizes. The jaggies are highly visible on the 9 pin and 24 pin printers, but are still noticeable when using laser technology. However, the output from postscript printers is quite superior and is possible through a little public domain accessory and a postscript printer. That combination is the secret behind our own MilAtari Limited Edition. Most would agree that our newsletter is quite satisfactory in terms of output, and meets or beats professional standards in its class. Better output is available through use of linotype equipment, a subject better left to a future column. Suffice it to say that more sophisticated output is possible with our Atari equipment.

The other negative on the use of Publisher is the scarcity of fonts. There are no third party fonts on the market for Publisher, as you see for Pagestream and Calamus, and there are but a handful of public domain

fonts available. Fonts abound and seem to be the current craze of DTPers, but it is not necessary to have more than a few basic styles to put out a professional product. On the contrary, the use of a variety of fancy fonts on one document defeats the purpose of the printed page: to communicate a message to the reader. Trying to impress the reader with a variety of eye-catching print styles may turn the reader away or confuse the intent of the message.

No matter which program you select, the basics are what you need to begin with: your word processor and your DTP program.

Where do I go from here?

Once you have your program, the next step is to get to know your way around mechanically: how to change fonts, import text, control how text will runaround another frame, import graphics, deleting frames, etc.

The easiest way to learn, in my experience, is the hands on approach: doing. Before I became your editor, Doug and I got together for a number of months to do the newsletter. I watched him put it all together, then the month before I took over the helm, he watched me. I was amazed (so was Doug I think) at how much I learned about the program by just watching. The operative phrase here is "I learned about the program." I have less experience with principles of design, my next subject.

For those of you with that uncanny ability to learn on one's own, check out the manual. Publisher and Pagestream have a tutorial in their manual which should walk you through the major features of their programs. I am confident Calamus offers its users the same service. Personally, I prefer the classroom approach to learning, thus my association with user groups.

Principles of Design

This is the area I have little (if any) expertise. The most encouraging (well,

DTP

it depends on how you look at it) aspect of graphic design is that it knows no hard and fast rules. There are some, but few concrete rules for putting together an attractive document. What is pleasing to the eye and what communicates the author's message effectively, is what works. Graphic design is not an exact science who's mathematical formulas can be applied to determine total white space necessary on each page.

There are, of course, guidelines for us novices to follow, as well as some basic principles to learn. What is most important is a willingness to experiment (and sometimes make blatant boo-boos), and a positive "I can do this" attitude.

Fortunately, resources are available to learn the principles of design and layout. *Introduction to Design for Desktop Publishing* by Wayne and Ruth Kiser is a package recommended by member Bill Selle, who is the Editor of a newsletter for the tool and die industry. I haven't seen the study course yet as it isn't available in the public library in my community, but I'm sure it is an excellent tool. [See the March 1991 issue of MilAtari Limited Edition]

Roger C. Parker has written a number of books on DTP, and I highly recommend them. Three of his titles I own and find to be excellent resources are: *The Makeover Book, Looking Good in Print,* and *Newsletters from the Desktop.*

There are, of course, other authors and other equally effective books for learning basic design principles. I would pick up a few at your local library or bookstore (I found all three books at Software Etc.) and keep them on your computer desk for reference.
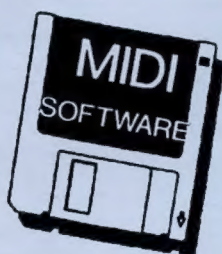
Next month we'll look at some basic mechanics in setting up a document. I welcome any questions or suggested topics for future columns. Products for review are also gladly accepted. For more information or submission information, contact the editor.......that's me!

Michelle

Happy Halloween from the MilAtari gang!
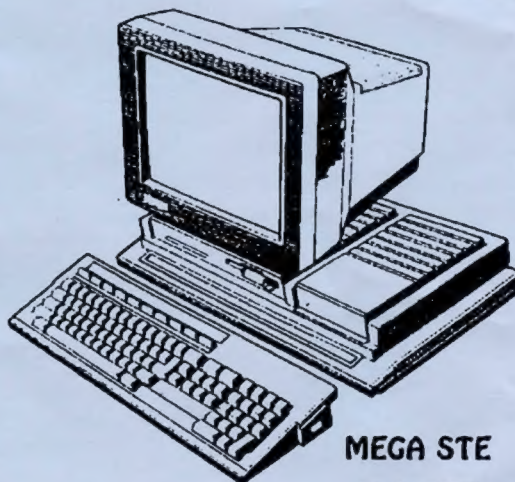
IBM Public Domain

IBM PD Debut

Tom Bardenwerper

Disk #001 Utilities

LZH_ARC (Directory) Supports: Hercules, CGA, EGA, VGA

LHARC.EXE: File compression & extraction utility. LHARC boasts the tightest compression ratio of any general archiver. Tends to be slow in running compression but faster than most others when extracting.

PKZIP (Directory) Supports: Hercules, CGA, EGA, VGA

PKZIP.EXE: File compression program. PKZIP is the most popular archive program for MS-DOS. PKZIP has very goodcompression ratios, and it is very fast.

PKUNZIP.EXE: File extraction program for ZIPed files.

MAKESFX: MAKESFX.COM - A program used to create self extracting ZIP files. A self extracting ZIP file then only needs to be loaded and the extraction process automatically takes place, leaving you with ready to run files. This is very handy when you share programs with someone who does not own any "PK-WARE".

PKZIPFIX: PKZIPFIX.EXE - Reconstructs corrupted ZIP files. If you get an error message while running PKUNZIP, try this program. PKZIPFIX can rebuild damaged ZIP files.

PKPAK (Directory) Supports: Hercules, CGA, EGA, VGA

PKPAK.EXE File compression utility very much like PKZIP but for .ARC compression type files.

ARC files.

PKUNPAK: PKUNPAK.EXE - File extraction program.

MAKESFX: MAKESFX.COM - A program used to create self extracting ARC files.

PKPAKJR: PKPAKJR.EXE - Does everything PKPAK does but designed to work in alimited memory area. Great for programmers.

PKUNPAKJ: PKUNPAKJ.EXE - File extraction program designed to work in a limited memory area.

VSHLD67B (Directory) Supports: Hercules, CGA, EGA, VGA

Vshield is a memory resident system that prevents viruses from infecting your system. Vshield provides three levels of protection. Levels I, II, & III scan specific areas of the system: the boot sector, partition table, hidden & system files, and the command interpreter. Vshield levels II & III also prevent boot sector and partition viruses from entering the system by trapping each warm boot request and preventing re-boots from infected disks.

VSHIELD1: VSHIELD1.EXE - For level I protection.

VSHIELD: VSHIELD.EXE - For level II & III protection.

Disk #002 Simulation

PCRR (Directory) Supports: Hercules, CGA

PC-RR.EXE A railroad layout simulator. PC-RR simulates complex railroad operations from a dispatcher point of view. You view an overhead diagram of a layout that you have designed or one of the pre-designed layouts on the disk. Operate up to five individual trains independently. Control speed, forward and reverse and throw the correct switches to rout the train throughout the layout. This simulator is not a "toy train" but rather a accurate way to test layout design feasibility, and practice mainline control manoeuvres. About the only thing this simulator does not allow you to do is single or multiple car drop-offs and pick-ups.

PC-NEWRR: PC-NEWRR.EXE Allows you to create your own layouts for PC-RR. This keyboard operated design utility allows you to design simple to very complex railroad layouts on your computer. Place switches, mainline, leading and trailing spurs and sidings. Design your own freight yards, terminals, and interchanges. Decide how many trains to have on the layout and how long they will be. Over a dozen sample layouts are included on disk, several of which are very challenging to operate smoothly.

RRSWITCH (Directory) Supports: Hercules, CGA, EGA, VGA

RRSWITCH: RRSWITCH.EXE - Railroad Switch Challenge. A mind bender for arm chair freight car switching. Move Railroad freight cars along simulated tracks to industry locations and assemble a departing mainline freight train on the mainline track. You are being scored and to do well you must complete the switch list in the shortest amount of moves possible AND assemble the out bound train in the correct order! Switching manoeuvres are randomly generated each time you load or re-run the program. This program is excellent practice for railroad crew brakemen.

Atari News & Info

Atari Corp., on the roll again?

ST Supplemental

STill More...

Bill Janutka

The following news briefs have been taken from ZNet Issue #91-40, September 20, 1991

GE SERVICE TO HANDLE EXPANDED ATARI WARRANTY WORLDWIDE

Atari is engaged in negotiations to make General Electric Service Centers the worldwide walk-in and depot repair centers for Atari computers. Preparation included a redesign of the TT motherboard to meet GE's specs. The deal should become effective in January '92, and Atari's warranty period will be expanded from the current 90 days to 6 months or a year. Details are still being finalized.

FSM GDOS SHIPS!

The waiting is over for Atari's Font Scaling Manager, FSM GDOS. The first commercial copies were sold last weekend at the Glendale Atari show, as part of WordFlair II. A license fee of $35 was charged at the show for the new system, which was designed by QMS-Imagen for use with their Ultrascript fonts and systems. Stand-alone commercial copies will be available within weeks, as only the packing box itself is not ready for shipping.

TT030 PASSES FCC TYPE B IN TWO VERSIONS

The Atari TT030 computer has at last passed the FCC certification process as a Type B consumer device, allowing unfettered sale and distribution to approved dealers. New FCC guru at Atari's Dallas research center is IBM and TI alumni Robert Joplin, who not only designed the new TT motherboard to pass the FCC, but then proceeded to alter the existing TT design to be able to pass as well.

TT SHIPPING WITH 1.44 MEG FLOPPY NOW, MEGA NEXT

The first boatload of new equipment from the plants in Taiwan is now in Sunnyvale, and the papers have arrived announcing another load coming. There should be ample stock for the upcoming months, and the new TT computers arriving now include a 1.44 megabyte floppy disk rather than the 720K unit shipped to date. Upgrades will be available "soon" for existing TT and Mega STe owners at "under $100" according to Atari's Bill Rehbock.

ANOTHER NEW TOS AIDS UPGRADES

Atari has revised TOS again, this time to facilitate

DISK 052

FALL & WINTER HOLIDAY PICTURES (DS)

More pictures in the Image Cat format (.IMG). These are nicely done pictures for Halloween, Thanksgiving, and Christmas. The pictures can be printed on a dot matrix printer for use in brochures and bulletins for holiday announcements.

DISK 053

UNITERM TERMINAL EMULATOR (DS)

This is version 2e of what is undoubtedly one of the most powerful terminal emulators written for the Atari ST. UniTerm is a program that emulates most of the functions of DEC's(Digital Equipment Corporation) VT102 and VT220 text terminals and of Tektronix's 4014 graphics terminal. This includes implementations of the VT100 132 column mode (128 columns actually) and double width characters (mono only). It supports XModem, YModem, YModem batch, and Kermit file transfer protocols. Some of the features include macro and setup file implementation, mouse cursor control, GEM type dropdown menus, a single line editor which holds the last 20 commands for easy recall, and the ability to run other programs such as a word processor without exiting UniTerm.

upgraded systems. The older versions do not check to see what kind of machine they are in, and so older (non-"E") computers have a hard time being adapted. The new code enables TOS upgrades for almost any Atari, although a new small circuit board is required to add the new 2.05 to older ST's. TOS 2.05 and a similarly updated version for the TT (3.x) should become available as standard replacement parts within 90 days. No other operational difference is integrated in this TOS change, so there is no reason to upgrade a Mega STe or TT with the new TOS.

ST BOOK NOW TYPE B, TO SEE IMMEDIATE PRODUCTION

According to Bill Rehbock in his address to Glendale show visitors, the Atari ST BOOK and STylus Pad computers have been tested and already pass FCC Type B standards, and only the paperwork remains in the registration process. The ST Book will see production of

October Pickins

Dennis Wilson

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 336 - BOOT DISK

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

ADVACALC: Advanced Atari ST Calculator - Unlike other calculator programs, this one doesn't show a keypad on screen. Instead, it's a direct entry calculator. Enter an expression, retrieve a result. It's that simple, but yet, it's very powerful. It's got all of the trigonometric features, as well as logicals, ands, ors, nors, etc.

CLOCKSET: Clock Set by Codehead Software - A dual purpose clock setting program. When the ledger feature was added to Hotwire, they realized the need for a corner clock in Hotwire. This program allows you to set the system time and date. Its use is very simple. Just run the program (you may want to install it in your HotWire menu). If you put it in your AUTO folder, as it is on this disk, it will read the clock in the keyboard processor, use this time to set the GEMDOS clock, and display a message with the current date and time. This feature is intended for users who have an internal battery clock.

DCMSHIFT: DC Mouse Shift - An AUTO folder program which emulates any of the modifier keys (Shift, Control and/or Alternate) by pressing the right mouse button. The program on this disk has been configured to emulate a shift key, so that at the desktop you can select multiple files just by keeping the rightmouse button pressed while you are selecting files. If you have TOS 1.4 or higher, you can configure the program to allow you to move files by keeping the right mouse button pressed when you drag and release the files if you select to emulate the Control key.

DCSTAT: An accessory which configures DCache.

DEMO: Diamond Back II Demo - A working demo of the this hard drive backup program. All of the program features and functions are fully operational, except that some restore functions have been disabled. A demo version of Diamond Cache, the caching program on the Diamond Back II disk, is also included. The demo version limits the number of data sectors.

ELFBO2: ELFBOOT II - A startup utility from Elfin Magic Software. While there are many startup utilities for the ST which go in your auto folder, this is the only one that provides a familiar GEM-like interface, complete with mouse pointer, dialog boxes, one click functions, and even a file select window. Since this utility uses different startup files for TOS 1.4 and higher than it does for versions below 1.4, an exception is being made to the policy of having all programs on in a ready-to-run form. All files for this program are located in a folder on the disk.

PRINT1: Printer Control V1.1 - A printer control accessory where you send to the printer the control codes you want.

SMARTDAT: SmartDate - An AUTO folder program for setting the time an date on your computer. You activate it by holding down either the Alternate or Control key when booting up. Holding down the Alternate key will prompt you to enter todays date, while holding down the Control key will prompt you for the date and the time. After accepting your input, SmartDate writes a little data file to the root directory of your boot disk called SMART-

DAT.SET. Now, for the rest of the day and night, every time you turn on your computer, SmartDate will set the system date and time to that of your last input. This way, at least it doesn't set it to your TOS date, but gives you some idea of when a file was saved or copied.

XCONTROL: An encore presentation of Atari's new Extensible Control Panel. In addition to the regular CPXs (Color, Config, General, Maccel, Modem, Printer, Sound and WColors) and the XControl documentation file, the following third-party CPXs are included on the disk:

Double Click

DCMOMETR: DC Mouse-ometer - When you are curious as to how far your mouse cursor has moved, select this CPX in Xcontrol. You will see a readout of inches travelled.

DC_CPX: When this CPX is selected, you will see an advertisement for upcoming commercial CPX programs from Double Click.

German CPXs

ASCIIAB: ASCII-Tabelle - A CPX for giving the decimal, hexadecimal, and binary equivalents of the various keys on the keyboard.

CALENEDR: Kalendar - A calendar CPX. With it, you can scroll back and forth through all the months from 1971 to 2038 by moving the two scroll bars, one for months and the other for years.

FORMAT: A disk formatting utility.

MS_Cache: A caching utility.

NVDICONF: A CPX for NVDI configuration.

Please note that the German CPXs and their accompanying documentation files are all in German. Nearly all of them are easily figured out with a little experimenting, however.

DISK 337 - UTILITY DISK

EXPANDER: Expander - A utility which will re-format a SS disk to a DS one without destroying existing data!

FLICKER: A drawing program with drop-sown menus. Source code is included.

HYPERCPY: HyperCopy - A fast, intelligent disk copying program.

NAMENET: NameNet V1.5 - A specialised database designed to provide a print out for a Filofax-style notebook which will also provide some simple search and correlation facilities.

REVENGE: The Revenge Document Displayer V2.01 - A program for displaying and printing out any ASCII document. When you load a document any control characters will be automatically stripped out so that it is more readable. Documents are automatically formatted when they are loaded. When it is printed, the displayer paginates it automatically to fit the selected page size, 11 or 12 inch. The two mouse buttons are used to scroll up and down in the document. A nice touch is that the line numbers of the first and last line displayed are given at the bottom of the screen.

SUP_CARD: Super Card V1.3 - An easy to use, fast in operation, flexible database program. It's just the sort of thing for quickly setting up all those little catalog files you always promised you'd do on your computer, but never got round to. It's one of those indispensable "useful" programs that should be in everyone's collection. This shareware program was formally offered as a commercial program.

DISK 338 - GAME DISK

BEAST: Shadow of the Beast II - The original Shadow of the Beast was a huge success do to it's smooth parallax scrolling, incredible graphics and superb sound, but it lacked slightly in playability. This problem has apparently been rectified in this sequel version, as will be noticed from the demo. Excellent 3-D effect in the graphics. BOING: Guide the maniac bouncing ball around the scree while avoiding the mushrooms and collecting the fruit. A difficult, but addictive game.

MAHJOND: Mah-Jong Solitaire - A "tile" board-type game similar to Shangahi, the purpose of the game is to remove all the blocks, by pairs, in "record" time. The blocks can only be removed horizontally to the left or right, and only if there is no block next to them on the same level on at least one side.

POCKETS: Magic Pockets - A demo of a cute side-view scrolling arcade game. This is a story of a boy, the Bitnap Kid, who owns a pair of magic trousers. He has lost his favorite toy deep in their pockets, so he pulls out a black hole and drops it on the floor. He then dives in it and finds himself in his own pockets. There he finds a dangerous world populated by monsters. How can he get past them to find his toys? The game centers on the first

ST PD Update
from previous page.

level of the commercial game.

DISK 339 - GAME DISK

COLONY: Star Colony - In the late 21st Century, planet colonization has become common place. Of course by now the use of robotics has become standard and the Galactic Council has adopted a standard robot to assist in colonization, the M.U.L.E. (Multi Purpose Labor Element). In this game, you are a miner trying to amass as much wealth as you can within the 15 year period of the game. At the end of this period, the most successful miner will be appointed Governor of the colony. A role-playing game based upon the 8-bit game M.U.L.E.

GOLF: Challenge Golf - A demo of On-line Entertainment's Golf game. In this 4-hole demo, you can practice your shots, estimate your distance, and use the putting green, and practice your skill on the driving range. You can then participate with up to 4 players in either amateur, novice, or pro mode.

MEGMANIA: Meg Lo Mania - Demo of an overhead-view role-playing game.

LEMMINGS: A documentation file containing a list of code words that will take you to the different levels of the Game Lemmings.

DISK 340 - GAME DISK

CHAOS: Lords of Chaos - In this demo of an overhead-view role-playing game, you control a pre-defined wizard in a specially designed scenario. You must escape from Zol's prison using the speels at you disposal.

FRENETIC: A playable half-level demo of an overheard-view, downward scrolling arcade game. Very colorful, but the demo lacks sound. Does not work on TOS 1.0.

REACTION: Reaction - A game based on the arcade game "Ataxx". It is a strategy board game. In order to win, two conditions must be met. One, you have to have more pieces on the board than your opponent. Two, the board must be filled or you must capture all of your opponent's pieces. REACTIN2: Splatter - Based upon the above game Reaction, it is an alternative for more players with a few more options of play due to the increase in players.

TH: A side-view, very cute scrolling arcade game.

WORM: Happy Worm - The idea in this game is to guide your worm through a maze collecting objects, attempting to avoid collisions. Control of Happy Worm is by the two shift keys - the left shift key rotates anticlock-wise, and the right shift key rotates clockwise. The worm will run in a straight line (even if this means straight into a deadly object) unless one of these keys is pressed. A simple in concept, but additive game.

ZESTPOKR: ZeST Draw Poker - A draw poker game with a slot machine option. Monochrome only.

MilAtari Ltd. Official Bulletin Board

Your source for Official Club Information

Local News Briefs

Micro Magic, *Inc.*, of Menomonee Falls reports that they are opening up a new location in Fond du lac, Wisconsin. The Menomonee Falls location will, of course, remain open. Best of luck to our friends Terry, Julie et al as they expand their business!

MAST, the Milwaukee ST users invite all STers to their "fall kick-off" Sunday, November 10th. The meeting will be held at the Red Carpet Lanes on Burleigh. For details contact Dick Laudenbach 383-5523.

There will be a CLASSIC COMPUTER FAIRE/SWAP MEET on Sunday, November 3, 1991 from 9:00 a.m. to 4:00 p.m. at the Airport Quality Inn located at 5311 South Howell Ave., Milwaukee. Admission is $2.00 at the door. Information on table rentals should be directed to Gene Hitz 535-0133. [Note: MilAtari will have a table at this event.]

FOR SALE

ST Time Module for any ST/STe. Includes cable for 2 chip set. Best offer. 691-3780 Ask for Bill

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Atari 604 Laser Printer and 2 STacey Laptop Computers. Must sell. 1-708-566-0682

YOUR AD CAN GO HERE

MilAtari members advertise free in the MilAtari Want Ads. Non-members pay a nominal fee of $5 for basic ads. To place your ad, contact the Editor 628-4435.

Cascio's Super Supra Sale!

Held over for 1 more month

For a limited time, members of MilAtari will be offered the following prices on Supra modems. These super low Supra prices are contingent on a minimum of 18 orders, so now's the time to upgrade your 1200 baud, or plunge into the world of modeming!

Model	Retail Price	Cascio's Price
2400 baud	$149.95	$100.00
2400 mmp	$179.95	$148.00
2400 +	$199.95	$165.00
9600 baud	$699.95	$575.00

To order your Supra Modem, contact Bob Viviano at Cascio Music 786-6249.

*30% downpayment will be needed to hold order - Ask about our new Cascio Credit Card for qualified customers.

Atari News & Info

about 1,000 units a month until after Christmas, when the hard-to-get Epson-made LCD screens will go off of the rationing program. The 1-meg, 40 megabyte HD version will retail at about $1800, while the 4-meg 80 mbHD will be about $500 more. Memory will not be upgradable.

STYLUS TO GET JUMP ON PAD MARKET

In final production tooling now, the $1200 Atari STylus (pad-like keyboardless computer) should be a leader at COMDEX in October due to the thousands of ST applications that are immediately compatible with it. The handwriting recognition system makes any normal ST program able to operate from the pen environment, while other brands of Pad computers are waiting for custom made applications before they will be

useful.

CDAR505 CD ROM ARRIVING

"On the water" as you read this, the CDAR 505 CD ROM player from Atari will be available for sale by COMDEX in mid October. The first batch of production units were too late to be shown at Glendale last week, but will be in hand by the end of September. Atari's Softsource CD will be pressed in the next 45 days, and should retail at about $29. A number of other companies are ready to produce CD titles for the ST as soon as the players are available. Look for details of the Z*NET CD featuring hundreds of MEGS of files,

Chicago Computerfest
by ⅃ATARI®

Ramada Hotel O'Hare
Rosemont, Illinois
# November 23rd and 24th
Show Hours: 10am to 5pm

Atari is sponsoring it's first show in the United States! This is the show we have all been waiting for. Come see the newest products available for the LYNX and the ST/ TT lines of computers. Plus many more exciting events!!

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* 8-bit Conference

* Door prizes
* Game Contests (ST & LYNX)
* Banquet
* Desktop Publishing Seminars
* Mac/IBM Programs

ADMISSION: $6.00 Adults at door
($5.00 advance tickets through User Groups)
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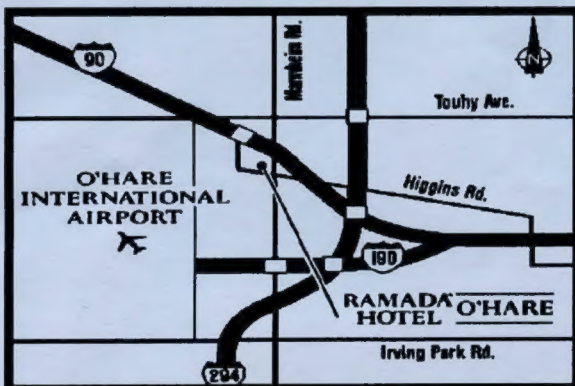
For more information

Lake County Atari Computer Enthusiasts
P.O. Box 8788
Waukegan, IL 60079-8788
708 566-0682
Hotline/Voice: (708) 623-3815
Python BBS: (708) 680-5105
Pegasus BBS: (708) 623-9570

MilAtari Ltd.
The Milwaukee Area
Atari Users Group
P.O. Box 14038
West Allis, WI
53214